**Consolidated Use Cases**

1. READ words from a text file and store in memory

2. WRITE words to the screen, so that I can see the results of the code I've written

3. LOAD words from memory into the accumulator, so that I can operate on memory

4. STORE words in accumulator to the memory, so that I can save the operations I've done

5. ADD words to the accumulator, so that I can find the sum of any two numbers between -9999 & 9999 \*that dont overflow

6. SUBTRACT words (from memory) from the accumulator, so that I can compare (if negative then <, if positive then >)

7. DIVIDE the accumulator by a word from memory, so that I can determine if a number is even or odd, based on if there is a remainder

8. MULTIPLY the accumulator by a word from memory so that I can square numbers by multiplying a word by itself

9. BRANCH to a specific location, so that I can loop the program

10. BRANCH to a location if the accumulator is NEGative, so that I can loop if A>B as described in 6.

11. BRANCH to a location if the accumulator is ZERO, so that I can loop a specific number by subtracting the accumulator by one each iteration.

12.HALT the program, so that it doesn't run forever

13. Differentiate between command values and data values so that the program treats each appropriately.